

**PROOF OF PURCHASE**  
Jeopardy!® Handheld Game



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# JEOPARDY!

Handheld Game

## INSTRUCTIONS

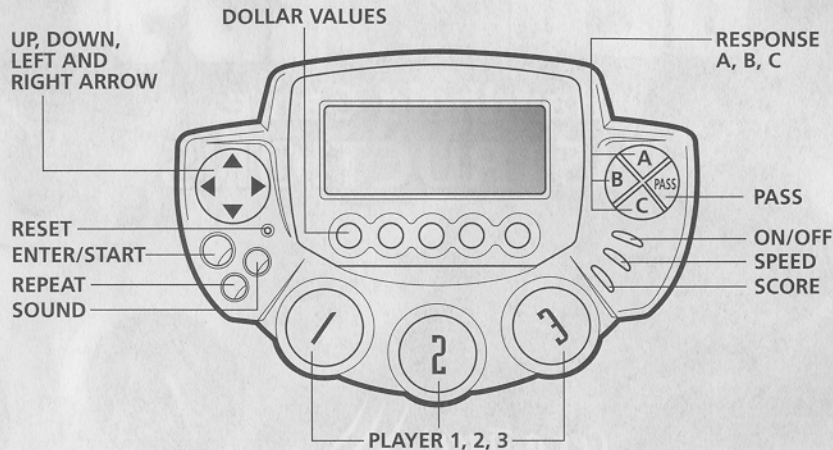


*Get a Tiger!*  
*Get the Roar!*

## IMPORTANT

- If this game malfunctions or "locks up," use a ballpoint pen to press the RESET button on the front of the game unit. If the game still doesn't function, remove and replace the batteries with fresh ones.
- Please keep these instructions for future reference.

## A Look at the Game Unit



## Game Buttons

### ON/OFF

- Press to turn the game on and off.

### SPEED

- Press to adjust the scrolling speed of the clues and responses.

### SOUND

- Press to turn the sound off and on.

### ENTER/START

- Press to enter your wager for the **Daily Double** and **Final Jeopardy!** Also used to begin play in **Double Jeopardy!** and **Final Jeopardy!**

### SCORE

- Press to check players' scores.

### PLAYER 1, 2, 3

- Press to choose the number of players, and to "buzz in" when responding to a clue.

### REPEAT

- Press to repeat a clue or response. (This must be done before the scrolling stops.)

### PASS

- Press when all players decide to pass on a question.

### LEFT, RIGHT ARROWS and DOLLAR VALUES

- Press to select dollar values.

### RESPONSE A, B, C

- Press to select a multiple-choice response.

### UP and DOWN ARROWS

- Press to select wager amounts and categories.

### RESET

- Press to reset the game if it becomes unresponsive.

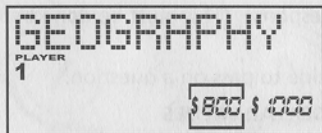
## Object of the Game

Win the most money by giving the correct response to clues.

## Introduction

**Jeopardy!** may be played by one to three players. Just like the television show, there are three rounds of play as described below:

**Round 1 - Regular Jeopardy!** has six categories which change each time you play a new game. Clues have dollar values of \$200, \$400, \$600, \$800, and \$1,000. The computer gives you three possible responses to a clue. There is one Daily Double in this round. (Daily Double will be discussed later.)



**Round 2 - Double Jeopardy!** has six categories which change each time you play a new game. Clues have dollar values of \$400, \$800, \$1,200, \$1,600, and \$2,000. The computer gives you three possible responses to a clue. There are two Daily Doubles in this round. (Daily Double will be discussed later.)

**Round 3 - Final Jeopardy!** is played only if your total score is \$100 or more. The computer randomly selects a category. You then select a dollar amount to wager from zero up to your accumulated high score.

## How to Play

### Getting Started

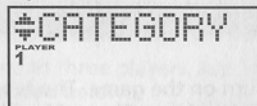
1. Press the ON/OFF button to turn on the game. The Jeopardy! theme music will play. The words "Jeopardy!" and "How Many Players?" will then scroll across the screen.
2. To adjust the speed of the text scrolling across the screen, press the SPEED button to increase or decrease the speed. You may also adjust the scrolling speed at any time during a game.
3. To adjust the screen contrast, press the UP ARROW button to darken the screen, or press the DOWN ARROW button to lighten the screen.
4. Select the number of players by doing the following:
  - Press BUTTON 1 if you want to challenge two "computer" contestants. You will also use Button 1 to "buzz in" during the game.
  - Press BUTTON 2 if you want to challenge a friend and one "computer" contestant. Your friend will use Button 2 to "buzz in" during the game.

- Press **BUTTON 3** if you want to challenge two friends. One friend will "buzz in" with button 2, the other friend with button 3. There will be no "computer" contestant.

**Note:** The screen will prompt each contestant's turn by displaying the player's number. Computer contestants take "their" turn automatically. Just sit back and watch.

### Regular Jeopardy!

1. After you have selected the number of players, the screen will display "Category," along with up and down arrow symbols.



2. **Select Category:**

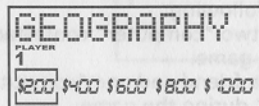
Press the **UP** or **DOWN ARROW** button to scroll through the six categories, until the category you want is displayed.

3. **Select Dollar Value one of two ways:**

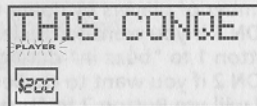
Use the **LEFT** and **RIGHT ARROW** buttons to move the "box" over the dollar value you want. Then press **ENTER**.

(or)

Press the **DOLLAR VALUE** button located underneath the dollar value you want.



Select dollar value.



Clue is displayed.

4. Your clue will then scroll across the screen, followed by three possible responses identified as A, B, and C.

**Note:** Press the **REPEAT** button before the scrolling stops to reread the clue and responses.

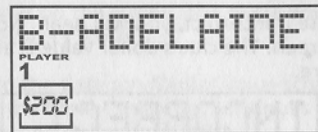
5. As soon as all three responses have finished scrolling, try to be first to "buzz in" by pressing your button number (1, 2 or 3). Contestants have 10 seconds to buzz in.

**Note:** If more than one person is playing, contestants cannot buzz in until after the three possible responses have scrolled across the screen.

6. **Passing:**

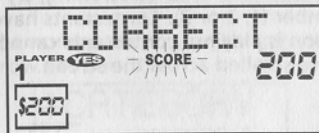
If no one wants to risk a guess, contestants may quickly agree as a group to press the **PASS** button to skip the clue. (Any computer contestants will automatically agree.) The correct response will then be displayed. Scores remain the same, and the same contestant continues.

7. The contestant who buzzes in first is identified on the screen. That contestant then has 10 seconds to choose a response by pressing response button **A, B, C**.



**Correct Response:**

If the contestant's response is correct, you will hear "Yes." The word "Correct" will also appear on the screen. The contestant is automatically awarded the matching dollar value. The game then returns to the Category/Dollar Value screen, and the same contestant chooses another dollar amount (or a new category and dollar amount).

**No Response:**

If a response is not given within ten seconds, you will hear a tone, and "Time's Up" will appear on the screen. The correct answer will then appear, and the game will return to the Category/Dollar Values screen. Since no one responded to the clue, the same contestant continues by picking a new dollar amount (or new category and dollar amount).

**Incorrect Response:**

If the contestant's response is incorrect, you will hear "No." The word "Incorrect" will also appear on the screen. The clue's dollar value is automatically deducted from the contestant's score.



The clue and three responses will then begin to scroll again. As soon as the scrolling starts, any other contestant may "buzz in" and select a response. Contestants have ten seconds after the scrolling stops to do so. Computer contestants will play automatically, and have only five seconds to respond. If a computer contestant buzzes in first, just sit back and watch.

**Second Incorrect Response:**

If another contestant's response is incorrect, you will hear "No." The word "Incorrect" will also appear on the screen. The clue's dollar value is automatically deducted from the contestant's score.

The clue and three responses will then begin to scroll again. As soon as the scrolling starts, any remaining contestant may "buzz in" and select a response. Contestants have ten seconds after the scrolling stops to do so. Computer contestants will play automatically, and have only five seconds to respond. If a computer contestant buzzes in first, just sit back and watch.

**Third Incorrect Response:**

If the remaining contestant's response is incorrect, you will hear "No." The word "Incorrect" will also appear on the screen. The clue's dollar value is automatically deducted from the contestant's score.

The game then returns to the Category/Dollar Value screen. Since no contestant gave a correct response, the same contestant continues by picking a new dollar amount (or new category and dollar amount).

8. Round 1 continues until all of the categories and dollar values have been used up.

## Double Jeopardy!

1. After regular Jeopardy! has been completed, "Round 2" will appear on the screen.

2. Press the **ENTER/START** button, and "**Double Jeopardy!**" will appear on the screen. The dollar values for each clue are doubled. The contestant who answered the last clue correctly starts the action in this round. Play continues as described in Round 1.

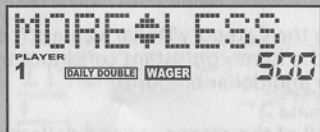
At the end of **Double Jeopardy!**, one of two things will happen:

Any contestant (human or computer) who has a score of \$100 or more gets to play **Final Jeopardy!**

If no contestants have a score of \$100 or more, the game is over. Each contestant's final score then appears on the screen. The winning contestant's number and score appear on the screen next to the word "Champion."

## Daily Double

There is one **Daily Double** in Round 1, and two **Daily Doubles** in Round 2. Immediately after picking a dollar value, the Daily Double may suddenly be announced! Surprise! You will hear the "laser" sound and "**Daily Double**" will appear on the screen.



You now have the opportunity to wager any portion of your accumulated total score – from \$100 to everything – in \$100 increments. However:

- If your accumulated total is less than \$1,000 in Round 1, you may still wager up to \$1,000.
- If your accumulated total is less than \$2,000 in Round 2, you may still wager up to \$2000.

To place your wager, do the following:

1. Press the **UP ARROW** button or the **DOWN ARROW** button to scroll to the amount you want to wager. (Press and hold the **UP/DOWN ARROW** buttons to rapidly scroll.) The minimum wager is \$100.
2. Press the **ENTER/START** button to lock in your wager.
3. The clue and three possible responses will then appear on the screen. Only the contestant who picked the **Daily Double** may try to answer it. There is no buzzing in. After the responses are read, you have 10 seconds to choose a response by pressing button A, B, or C.

The wager will automatically be added to the contestant's earnings if the response is correct, or deducted if the response is incorrect.



## Final Jeopardy!

1. If at least one contestant (human or computer) has \$100 or more at the end of **Double Jeopardy!**, the words "Round 3" will appear on the screen.



ROUND 3

2. Press the **ENTER/START** button, and "**Final Jeopardy!**" will appear on the screen. A randomly selected category will then appear, along with a Wager indicator.



FINAL JEOP

3. The game then prompts participating contestants, one by one, to secretly enter a wager and a response. (Each contestant's total score is shown.) A contestant may wager all, none, or any portion of his/her total accumulated score in \$100 increments. Use the **UP** and **DOWN ARROW** buttons to scroll to the amount you want to wager. (Press and hold the **UP/DOWN ARROW** buttons to rapidly scroll.) Then press the **ENTER** button to lock in your wager.

**Note:** If you want to check the other contestants' accumulated scores before making a wager, press the **SCORE** button while the Wager indicator is showing on the screen. Each player's score will display (one by one) in the wagering box. The game then automatically returns to **Select Wager**.

4. Once a wager has been secretly entered by all participating contestants, the **Final Jeopardy!** clue and three possible responses will appear on the screen. One by one, each eligible contestant buzzes in, and secretly presses button **A**, **B**, or **C** to enter a response. Contestants have a total of 30 seconds to enter their responses.
5. After all contestants have entered their responses, the game will review each one. "Correct" or "Incorrect" will appear on the screen as well as each contestant's final score. The winning contestant's number and score will appear on the screen next to the word "Champion."

### The Jeopardy! Champion

The contestant with the highest score at the end of the game is the winner.



CHAMPION  
PLAYER 1      SCORE 1800

To play another game, press the **START/ENTER** button.

## Automatic Shut Off

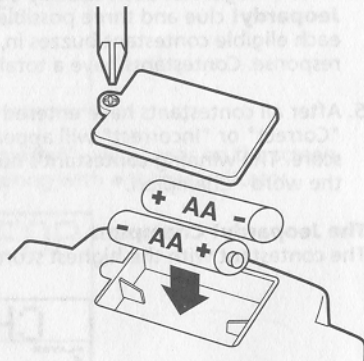
Your game unit will shut off automatically after eight minutes of non-use.

## Install Batteries

2 "AA" BATTERIES REQUIRED (NOT INCLUDED).

To insert the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment door on the back of the Main Console.
2. Open the door and insert 2 "AA" batteries, making sure to align the "+" and "-" as shown.
3. Replace the battery compartment door on the main unit and tighten the screw.
4. In case the game malfunction or "locks up", press the **RESET** button to initialize the unit.



## IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.



## CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. **RECHARGEABLE BATTERIES:** Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERY.**
8. Do not dispose of batteries in fire. Battery may explode or leak.
9. Make sure the batteries are inserted correctly and follow the toy and battery manufacturer's instructions.



## Maintenance

- Handle the game carefully,
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the computer, or push in the **RESET** button.

## Caution/Defect or Damage



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the **RESET** switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.

If Jeopardy!® Handheld Game is damaged or something has been left out, **DO NOT RETURN IT TO THE STORE**. The store doesn't have replacement parts. Instead, write to us at:

**Hasbro Inc.**  
PO Box 200, Pawtucket, RI 02862

In your note, mention the name of your game, its model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

## 90-Day Limited Warranty

Hasbro Inc. warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Hasbro's option) for a service fee of U.S.\$10.00. Payments must be by check or money order payable to Hasbro Inc.

**The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product**

All product returned must be shipped prepaid and insured for loss or damage to:

**Hasbro Inc.**  
Consumer Returns A-847  
1027 Newport Ave.  
Pawtucket, RI 02862

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of

the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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## FCC Notice

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by

turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.